

# The Atari Times

May 1997

## AirCars For Jaguar!!

By Wes Powell

Jaguar owners are being hit with yet another surprise. **Aircars** was finished right around the time that **Club Drive**, **Dragon** and **Checkered Flag** were released, but for some reason, the plug was pulled on the game. ICD, the company who'll be manufacturing 4-Play's **BattleSphere**, has plans to bring it out. This is a good way for ICD to promote sales for their own Catbox peripheral.

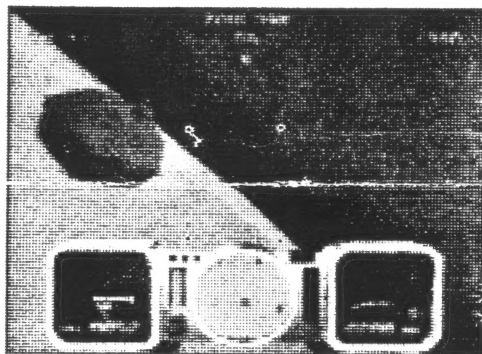
You see, **Aircars** supports networking for up to 8 Jaguars; the same goes for **BattleSphere**. But you need a Catbox to take advantage of this feature, so you can see one of the major reasons behind this release.

I guess you could call it a cross between **Hover Strike** and **Cybermorph**... with networking thrown into the mix. Early magazine ratings have been below average, but we know how they don't like most of the Jaguar's products.

Sometimes you swear that they couldn't tell a good game if it came up and punched them in the face.

From the pictures I've seen of the game, it looks rather mild

from a graphical standpoint. But, graphics aren't the only thing that make the game. There are a collection of **Club Drive** fanatics out there, and do you think it's because the graphics are



out-standing? No! It's just because the game's quite a riot to play. **Aircars** has that same possibility. Anyone on the net who's linked up for some deathmatched **Doom**, **Quake**, **Duke Nukem**, etc. will tell you that it's just plain fun. I don't doubt that the same should apply here.

Comments have been made about the game's hills and smooth and realistic movement. Nothing has been said about a jerky framerate, and that's a plus. Looks

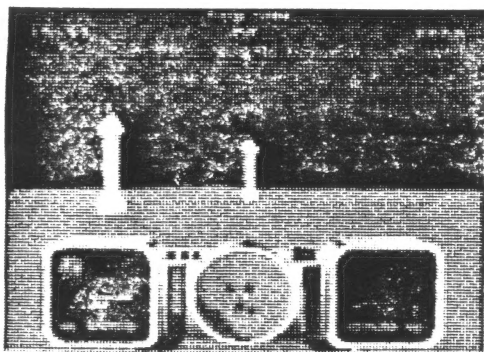
like we're getting quite a handful of missions and weapons too. Also, I haven't heard a peep about buggy network coding. This means that the Networking sessions should be nice and error-free.

I've heard some bashing of this game and ICD's decision to release it. We have not played this game yet so don't jump the gun and automatically take the magazines' word for it. It could be

cool. The limited release also suggests that this game may be valuable in the future. Even if it is going for \$59 bucks, I'm not going to hesitate to put it in my collection.

I look at the release as a plus, not a minus. We're getting another game to utilize the Jag's networking capabilities. Now we're getting 3 games to network. I was having second thoughts about buying a \$70 Catbox for the sole purpose of hooking **BattleSphere** up, but with **Aircars** coming, it makes my purchase more worthwhile.

More info is available at:  
<http://www.millcomm.com/~forhan/jaguar.html>



### *In This Issue:*

*Happy Birthday TAT! - Page 2*

*7800 Games List - Page 3*

*Rodney Sochocki's Profile - Page 4*

*The Three Gringos - Page 4*

*Universal Command for Atari ST - Page 5*

*Atari in Film - Page 6*

*Cheats Galore! - Page 7*

## The Atari Times #10 May, 1997

The Atari Times is your newsletter! Feel free to send E-Mail to any of the following people:

### Editor:

Greg "Fruitman" George  
gregeorge@worldnet.att.net

### Contributing Writers:

Carl Forhan  
forhan@midas.millcomm.com

Wes Powell  
powell@easilink.com

Andrew Robertson  
andrew.robertson@scomagg.co.uk

Rodney Sochocki  
LOGANS@WEBTV.NET

Send all snail mail letters, subscriptions (free!), cheats, submissions, and other blather to:

Greg George  
1531 Stevens Loop Rd.  
Babson Park, FL 33827

## SHAREWARE NOTICE!

There were two contributors this month. Tom Kilbride of Waco, Texas, who I believe has been a subscriber for awhile. Yes Tom, I fixed your address. :-)

The other contributor was Jason Grainger who wrote me an excellent letter; By hand! Frankly Jason, I don't know how you are able to write that much without messing up. I'll probably use your Atari story in the future, but there's been a lot of Profile Atarian submissions the past month, so it may be awhile.

Thanks to both of you for supporting the NL. Without cash donations such as yours, the NL would have gone electronic-only a long time ago. Thank goodness that has not happened yet!!

# Newsworthy News

## Iron Soldier II released!

You read that right people, the blockbuster Jaguar game, **Iron Soldier**, has finally spawned a sequel! I can't tell you how happy I am that there are new Jaguar games still being released. If nothing else, we can rub it in to all the negative people who had long buried the 64-bit cat.

On the somewhat negative side, Telegames was never able to get around the complicated Jaguar CD encryption. They even took the game to Germany to meet with Eclipse (the programmers) to try to get around the problem. Alas, the protection was never broken.

However, Telegames was able to copy the game to writable CD's known as CD-Rs. There's been a lot of talk about the longevity of this media, but my sources at work and on the internet say they should last for many years.

But how is the gameplay? Fellow Jaguarian Wes Powell has declared it his favorite Jag game, topping **BattleMorph** and **Tempest 2000**. Others say the controls are identical to the original, and is even more difficult. There are 20 levels, each of them are loaded with texture mapping. But, I don't want to give away too much. There will be a review next month. Probably should have had an **Iron Soldier I** review this month, but... Ah well.

To get your copy of **Iron Soldier II** (and the other new Telegames games) call **Bit-O-Fun** at: 1-800-FUNJAGS or go to Telegames' web site at <http://www.telegames.com>

## TOS Lives??

TOS, the operating system used by all Atari ST computers may not be totally dead after all! John Skruch, one of the last few Atari employees has hinted at

negotiations to license the operating system to an unknown source. Some have speculated the company interested in not C-Lab (makers of the C-Lab Falcon) but Wizztronics. This might mean we'll see TOS-based products in the future, but Wizztronics has a bad reputation for being even slower than Atari was for releasing hardware. But, it's still nice to dream of a time when Windows is replaced with something better!

## Happy Birthday!

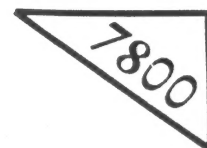
That's right folks, *The Atari Times* is one year old! Who would have thought only a year later, this NL would still be going strong? Wow, not even I expected it to last this long. I figured all the Atari stuff would dry up, and I'd have to cover stuff that had been covered dozens of times already. Thank goodness for Telegames!!

I originally started the NL because I wanted to put PageStream 2.2 (which I had just purchased) to use. Moments after I opened the box, I started toying with it and had made the banner, "**The Atari Times**". Right about that time, all the mags had stopped covering the Jaguar and everything just snowballed from there!

Because of the NL, I've learned the basics of DTP and web authoring, began an electronic version, and met dozens of loyal Atarians who have enriched my life. And except for having to fold 200+ NLs each month, there is nothing about *The Atari Times* that I don't like. (Well, I'd like color and more pages, but...)

My eternal gratitude goes out to all the NL's contributors. I couldn't do it alone. And thanks to them, *The Atari Times* will remain free for the foreseeable future. Thanks you all so much. Let's have another round, shall we? :-)

# 7800 Games!!



Many of you have never heard of the Atari 7800. It was designed (obviously) after the 5200, and was compatable with 99% of all 2600 games. Below are ratings by Carl Forhan and myself (which are on the right side of the page). Oshea Ltd. sells some rare 7800 games for only \$.80 each! Go to <http://www.oshealtd.com> or call (816) 531-1177 to get your cheap 7800 games!

Alien Brigade	10 - Excellent light gun game, cool graphics
Asteroids	10 - This is my favorite home version of Asteroids!
BallBlazer	10 - Ultra-cool soundtrack and 3D effects!
Xenophobe	10 - Excellent translation, including 2P split screen!
Commando	9 - More cool sounds, and great gameplay/graphics
Ninja Golf	9 - Nice blend of comedy and arcade action
Pete Rose Baseball	9 - Best baseball game on 26/7800! Nice graphics, control
Planet Smashers	9 - Cool shooter with powerups
Scrapyard Dog	9 - Really fun platformer, almost Mario-quality
Tower Toppler	9 - Cool offbeat puzzler, featuring parallax scrolling!
Dark Chambers	8 - Cool Gauntlet clone, but too easy and too short
Impossible Mission	8 - Cool graphics, lots of puzzle solving
Joust	8 - Solid port better graphics than the 2600 version
Meltdown	8 - Another cool light gun game
Midnight Mutants	8 - Possibly the only RPG on the 7800?
Robotron	8 - Thumping, fast-paced port!
Galaga	7 - Nice port
Ikari Warriors	7 - Good two-player fun, a little weak on graphics
Pole Position II	7 - Great game, especially as pack-ins go
Rampage	7 - Fair port of a smash-em-up arcade game
Xevious	7 - Decent Raiden-styled shooter
Centipede	6 - Decent port, but I'm not a big Centipede fan
Crack'd	6 - Nothing much to say here; decent graphics
Dig Dug	6 - Decent version of an arcade classic
Hat Trick	6 - A little slow, and only one-on-one, but good, icy fun
Super Skateboardin'	6 - OK arcade action, but repetitive
Crossbow	5 - My least favorite light game on the 7800
Double Dragon	5 - So-so graphics and gameplay
Jinx	5 - I've never really figured this game out
Mat Mania Challenge	5 - OK wrestling game, difficult controls
Touchdown Football	5 - Good title screen, nice play mix, but slow and clunky
Ace of Aces	4 - I've never really cared for this simulator
Barnyard Blaster	4 - So-so light gun game
F-14 Tomcat	4 - I've never <i>really</i> cared for this simulator
Kung Fu Master	4 - Decent graphics, but lousy control / gameplay
Super Huey	4 - I've never really cared for <i>this</i> simulator!
Summer Games	4 - I actually enjoyed some of the 2600 carts better
Winter Games	4 - Ditto
RealSports Baseball	3 - OK game, 2600-style "whole field on screen."

**Food Fight (9)** This is definately my favorite 7800 game. I believe it might have been the ancestor to games like Commando and Ikari Warriors. Charlie Chuck is on a quest for the perfect ice cream cone. However, the four kitchendn chefs don't take too kindly to Charley stealing their food. So, they start a food fight! Cool music, graphics, and "Watermelon warfare" make this a must have!

**Desert Falcon (8)** Wow! Hard to believe this game was written in 1983! The games' perspective is obviously taken from Zaxxon, but the ability to power-up and walk on the ground make this an enjoyable game. I especially like the cute animation when your Falcon gets knocked out!

**Ms. Pac-Man (7)** A virtual clone of the arcade original. Perfect sound effects and gameplay, but, as with most console versions, the screen is horizontal rather than vertical.

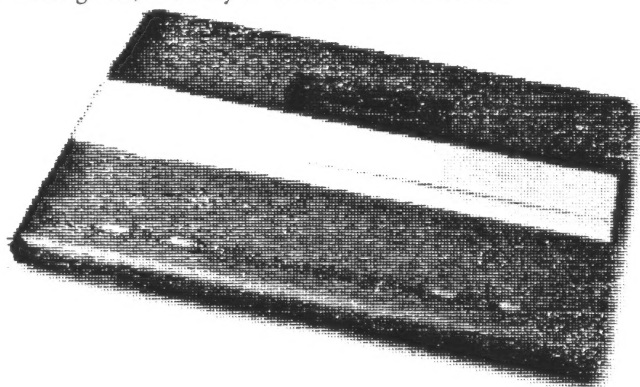
**One On One (7)** My young cousin (Nintendo generation) always wants to play this basketball game when he visits. I like it better than the computer version because of the floor graphics and smooth sprites. It's a good game, and really the only b-ball on the 7800.

**Donkey Kong (5)** I've played so many versions of this game, and this one only ranks better than the 2600 & Coleco ones. It might have been better except for the bad sound effects.

**Donkey Kong Jr. (5)** Again, I've played better. One major thing that bothers me about these DK games is that the screen order is totally wrong. Jr. doesn't improve on the sound effects either.

**Title Match: Pro Wrestling (4)** Horrible wrestling game with characters that look like they came from Double Dragon. Awful animation and difficult controls make me want to puke.

The Atari 7800 was almost completely compatable with the 2600. Giving it an instant mega-library! Many 7800 games, like BallBlazer showed the awesome power of a game system designed in 1983.





# Profile Atarian: Rodney Sochocki

**M**y relationship with Atari goes back to Mother's Day 1979, when my dad bought the family a 2600 (The Mothers day slant was just a way to justify the purchase to Mom, her "gift" being it distracted me from driving her crazy, I was only 6 at the time) I instantly fell in love with Atari and it's games. For Christmas 1982, my brother and I got a 5200, and my life changed after I played **Star Raiders** for the first time. **Star Raiders** was one of the first huge steps forward in video games (just like **E.T.** was one of the great steps backwards) and I was quickly drawn into an exciting world. I loved my 5200 and I still think that even today it is the finest looking system ever made. Oh so sleek and futuristic. And unlike many others, I actually had nothing but good experiences with those infamous 5200 joysticks.

The next chapter in my Atari history was in December 1983, when I got an 800XL. What a wonderful machine. I spent much of 1985/1986 playing **Gyruss** and **Joust**, but all that game playing took its toll on the old 8-bit soldier and it started to act up during the spring of 1986.

That summer my family inherited some money and we decided to purchase a new computer. My dad supported IBM, but my brother and I layed down the law: "The Sochocki's are an Atari Family!" and when we showed him the demo at the local Family Computer Center he quickly jumped on board. And on Aug. 28, 1986 we bought an Atari 1040 ST. The ST was a sweet machine and to this day I think it's easiest machine in the world to use (and it's right up there with the 5200 for external beauty of design, it's still a smart looking machine). I spent the second half of the 80's playing great games like **Blood Money**, **Deep Space**, and **Baal** (as you can see I had a thing for Pysgnosis games).

Entering the 90's I got very excited about the Lynx and bought one in December '91. With the exception of maybe the Turbo Express, the Lynx has no handheld rivals. I don't want to even think about how many hours I spent playing **Turbo Sub**, **Stun Runner**, **Gates of Zendocon**. The Lynx was a godsend, such a compact bundle of overwhelming electronic joy.

In October '95 I used some of

my student loan money to buy a Jaguar. And wow, no other game is any where near as exciting as **Tempest 2000**. I currently own about 30 Jag games my favorites other than T2K include **Ultra Vortek**, **Rayman**, **Power Drive Rally**, **Hoverstrike:UL**, and of course **Alien vs. Predator**.

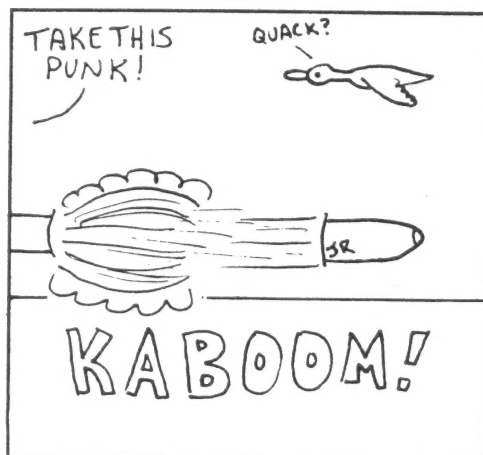
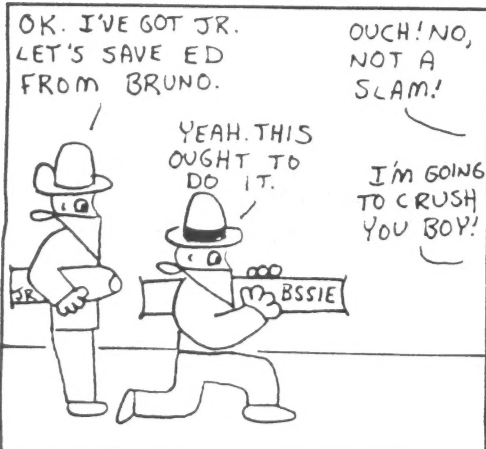
In 1995 I was able to acquire a 7800, and within 60 days I had tracked down and purchased over 50 new 7800 and 2600 carts. My favorite 7800 games being **Tower Toppler** and **Desert Falcon**.

The death of an independent Atari was very painful for me. After all, Atari has been a important part of my life for nearly 20 years, it was the only company I really cared about. I mean I love my Toshiba TV, but I don't care anything about Toshiba. But I did care about Atari. I once wrote a school paper comparing the break up of Atari to the fall of France in 1940. Both were tradgic and AVOIDABLE.

## Systems Owned:

Jaguar, Jaguar CD  
Lynx  
2600, 5200, 7800  
ST(f/fm/e)  
8-bit

## The Three Gringos



## By Les Jones & Greg George



# Universal Command - The Story So Far



By Andy Robertson

**W**ho says the Atari ST is dead? Certainly not Andy Robertson! Believe it or not, there are still games being written for the beloved computer.

To check out Andy's web page (which still need work. Shame Andy!) go to: <http://www.geocities.com/TimesSquare/Alley/7532/> There you will find (hopefully) updates to this game, and probably even a demo, or the real thing! Thanks Andy for all your hard work.

## Single Player Space Strategy with Multi-Player options:

The first early version of the game that I will release to game-testers will be single player only. I'll add the Multi-Player option in later. Will use the MIDI ports.

## The player can select from a number of syndicate-like corporations:

In later versions of the game you will be able to select Alien races to control, all with their own technology.

## Customize your own Corporation:

At present you can customize your Corp Name; Player Name & Starting Cash. I also plan to be able to let you all edit the company logos. Then might come the game editor to destroy all the challenge.

## Alien species to be discovered/destroyed/governed/allied with:

At present, the Alien races will only play a peripheral role in your success.

## Research & Development option for technological

### advances:

Having a complete re-think over technological advances. Yes, they will be included but not too sure how to implement them.

### 3 seperate levels of technological advances:

See above

### Different Game Universe every new game:

Another one for the thinking cap. A request has been voiced to let the player use the same map again and again rather than creating a new one each game. This would be usefull in multi-player to decide who is the best.

### MIDI or RS232 link up option:

I've chosen MIDI. The Serial ports are different sizes on the ST and Falcon so making it MIDI is easier... so you can put away the soldering irons.

### Making a play-by-mail option:

This will probably be axed. When I received this idea, the game was going to be turn-based but I want to go for real-time.

### Arcade sequences planned:

What any of these sequences will look like is uncertain.

Thinking about putting the arcade sequences to the axe. Universal Command is leaning more and more to a full blown strategy game.

### The Game:

The player starts on a planet and explores the universe at their own speed, discovering the other corporations, alien races etc.. along the way. This way the game will

have a much longer lastability because I can randomly generate the universe every time a new game is started The first half is what I'm still sticking too but re-thinking the random universe option.

Any other way for the game to run means that it is oo restricted and I want to emphasise freedom to do what you want in this game. I still agree with myself on this one.

Universal Command will require 1 meg with any extra memory being used to reduce loading during the game. It will be enhanced on the STE and Falcon and will be HDD installable.

### Things on the to do list:

Trade routes - generates currency, which goes into maintenance and R&D.

Space stations for population growth and manufacturing; planetary defence, docking, trading, repairing of ships, production of equipment etc.

Mine the planets for your money and ores. The planets that you take over contain different ores. Some are more valuable than others. Certain weapons can only be made with certain ores. Better weapons, tanks..etc. can be achieved by taking over planets with better ores.

Alien race might be good, - then you could design the race as part of the game.

Each player has a tech level that affects the off/defence of his units, and tech advances with time/research. Ships are composed of basic units: Drive/ plant/ shields/ weapons, with a rating on each. Troops get their own types of ratings, as do tanks etc..

Scout ships that report on new systems.

Robot ships controlled from a remote link up.

# Atari's Films

**M**any of you may not be aware of Atari's history in film. During it's lifetime, Atari was in many prominent films and television shows. While there is no doubt there are dozens of more examples, here are some of the more well-known. Thanks go out to the following people for their good memories: Clay Halliwell, Stephen Anderson, Cj, B.N.V., Cougar, & Jason. Sorry if there are no last names, there weren't all given!

## **Terminator 2: Judgement Day:**

Probably one of the most well-known examples in recent years was that of an Atari Portfolio which assisted John Connor's ATM theft. While many Atarians were upset an Atari product was used to commit an illegal act, the Portfolio redeemed itself when it helped open a lock thus saving the world from a nuclear holocaust.

Also, during the arcade scene, John is playing a game of Missile Command. That game was definitely no accident, since it depicts the end of the world by nuclear missiles. Too bad the makers didn't give Atari Corp. credit for the Portfolio.

## **D.A.R.R.Y.L:**

There is a scene where Darryl is playing either the 8-bit or 5200 version of Pole Position.

## **Cloak & Dagger:**

Atari products played a major role in this film. The game cartridge the spies are after is for the 5200. And the "computer geek's" store is filled with Atari stuff.

## **The Last Starfighter:**

Atari had something to do with this film. Probably having to do with the video game graphics.

## **Superman III**

Atari did the entire "Video Game" sequence, one frame at a time. It took Atari 3 1/2 months and \$125,000 dollars to create.

## **Blade Runner:**

There is a neon sign the displays the Atari logo. It can be seen in several different scenes.

## **Child's Play 2:**

A young child is seen playing his Atari Lynx quite a bit. It is the original model, and they even showed some video from Blue Lightning!

## **TRON:**

Atari 800s were used to create many of the sound effects.

## **Airplane!**

The actors can be seen playing 2600 Basketball.

## **Deal of the Century:**

Probably a forgettable film, except for the cockpit graphics, where an Atari 800 powered them!

## **Pointman:**

In this short-lived TV show, they had a virtual game of holographic fighters, where they used a yellow colored Jaguar controller!

## **Married...With Children:**

In an episode where Bud went off to college, his dad came to visit. In the background you can see an Atari ST in his room.

## **Parker Lewis Can't Lose!**

The producers of this Fox Television show must have really loved Atari products. I remember seeing a Lynx, Atari VCS, Atari 800, Atari Portfolio, and I think an Atari ST. The kids bedroom had an Atari poster, and Atari products

popped up all over the place.

## **Home Improvement:**

In one episode, I swear I can see an Atari 7800 on their TV.

## **Growing Pains:**

This show often used Atari ST's for their computer needs. One episode where Carol gets a "serious" job, she has a Mega (I think) on her desk.

## **Weird Science TV (USA):**

Reports are that the characters are playing a game of "ALIEN Vs. Predator".

## **The Simpsons:**

In a Halloween episode, the family is abducted by aliens. These aliens show the puny humans their advances in video games with their awesome game of "Pong!"

## **This Is Spinal Tap:**

Rumors persist of an Atari computer playing Missile Command in the back of the tour bus.

## **MST3K:**

An Atari 800 was used as a "security system" display in some really cheezy mummy monster movie they did.

Randy Quaid & Jonathan Winters starred in a short-lived show (Davis Rules?) about a elementary school principal. I distinctly saw a faculty member walking down the hallway with an ST under her arm!!

And of course the sound effects from 2600 Pac-Man and DonkeyKong are \*always\* cropping up in movies and TV whenever someone is playing a video game. Stock SFX or something!



Well, you asked for it, here they are! More cheats to ruin (or enhance) your gameplaying. Now, I suggest you not use any of these codes unless you've already beat the game. However, you do have my permission to give the new IS2 cheat a try... Thank to all people who make these cheats available on the 'net. Most notably Clay Halliwell and Lonnie M. Smith!

### Atari Karts (Jaguar)

Skip to Miracle Race: The Beginner Challenge Miracle Race must be playable. Start this race, then reset (\* + #) at any time. Start a new game and select any of the higher Challenges. The Miracle Race will still be highlighted and can be played.

Spinout Bug: On any California Highway track, pause the game while driving through a puddle of water, then unpaue. You will be spinning at a speed proportional to how fast you were going when you paused. You can speed up the spin by stepping on the gas while spinning.

### Batman Returns (Lynx)

Invincibility - You can make Batman invincible with the following steps at the title screen (the one with the Batlogo): Press UP 8 times, DOWN 12 times, LEFT 15 times, RIGHT 19 times and OPTION 1 27 times, press A or B to start the game. Once the action starts, press pause. Then use OPTION 1 to skip to the next level, OPTION 2 to make Batman invincible! Falling can still kill you, however.

### Dig Dug (7800)

When you lose your last life, you can continue the game by hitting the left button repeatedly.

### Double Dragon (7800)

When you face the Shadow Boss and the henchmen, avoid fighting with his lackies and concentrate on attacking the Shadow Boss himself. When the Shadow Boss is killed, his henchmen automatically disappear.

### Fatal Run (7800)

To skip the first 28 levels, enter the code "TURTLE" during the title screen.

### Memory Track (Jag CD)

Access Memory Track Manager: Hold Option while turning on Jaguar.

### Missile Command 3D (Jaguar)

Stage Select: Virtual mode only. Enter anytime during play.

Stage 1	Pause, 1+9+C+Pause
Stage 2	Pause, 2+9+C+Pause
Stage 3	Pause, 3+9+C+Pause
Ending	Pause, 4+9+C+Pause

### Rampage (Lynx)

Here's a trick that will let you select ANY level in Rampage. When the character selection screen appears, PAUSE and UNPAUSE the game. Now when the game continues on to the headlines screen (you must, of course, select a character.) hold down OPTION 1 and move the joypad. Now you can select any level.

### Ruiner Pinball (Jaguar)

Continue: To continue play at the same DefCon (Ruiner) or spells cast (Tower), type 7 or 9 at the game over screen.

### Tower Toppler (7800)

The difficulty switches normally have to both be set to the RIGHT in order to play the games (see the instruction manual)

The left difficulty switch is the cheat mode toggle. to skip ahead to higher towers, move the switch to the left. The game will begin to cycle through towers. When you get to the tower you want to try, move the switch back to the right.

To gain unlimited lives, using the left difficulty switch, move to the tower which is RIGHT BEFORE the tower you want to start playing, and then move the switch to the right. Kill off all your lives. As soon as you have lost your last life, but BEFORE the "Game Over" sign displays, move the left switch to the left (you have to be fast and time it just right). You will cycle to the next highest tower and will be granted an infinite number of lives. Move the switch to the right and begin playing.

### Scrapyard Dog (7800)

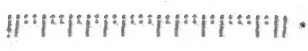
The left (difficulty) switch toggles background music.

To jump the large gap in world 2-3, jump up onto the middle sewer pipe and then onto the pipe on the left. Walk to the left most edge of this pipe and then run to the right. Continue running until you reach the edge of the third (lowest pipe) in the sequence and then press the jump button. This should send Louie sailing over the sludge.

### Cheat O' The Month:

#### Iron Soldier II (Jaguar CD)

To play as a walker, go to the Options and type the following keys: 7,2,8,9,7,6,6. Then start a new game as this small, underpowered, but very fast robot.



Kevin M. Savetz  
PO Box 1205  
Blue Lake, CA 95525

